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IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the

application:

Listing of Claims:

1.   (Currently amended) A method of modifying content data transmitted from a

first computer to a second computer over a bi-directional communications network,

comprising:

specifying content data output characteristics to be associated with the content data

upon output by the second computer;

transmitting the content data from the first computer to the second computer over the

bi-directional communications network; and

altering the content data that is to be output by the second computer in accordance

with the content data output characteristics specified through the first computer, the content

data output characteristics including location information of the first and second computers,

the location information affecting the altering of the content data. to produce altered content

data.

2.   (Currently amended) The method of claim 1, [[2]] further comprising the

steps of:

receiving the content data in the first computer;

digitizing the received content data to produce digitized content data;

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transmitting the digitized content data to the second computer over the bi-

directional communications network;

altering the digitized content data in accordance with the content data output

characteristics;

transforming the altered digitized content data to a form capable of output from the

second computer; and

outputting the transformed altered digitized content data from the second computer.

3.   (Currently amended) The method according to claim 2 [[1]], wherein the

received content data comprises text data input into the first computer.

4.   (Currently amended) The method according to claim 2 [[1]], wherein the

received content data comprises voice data input into the first computer through a

microphone coupled to the first computer.

5.   (Currently amended) The method according to claim 4, wherein the

transformed altered digitized content data comprises audio output transmitted through

speakers coupled to the second computer.

6.   (Currently amended) The method according to claim 5, wherein the content

data output characteristics include parameters that alter content data characteristics

associated with the audio voice output from the second computer, the content data output

characteristics comprising at least one of character gender, character condition, character

environment, and language.

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7.   (Currently amended) The method according to claim 5, wherein the content

data output characteristics are <u>defined by</u> input <u>received</u> by ~~the user of~~ the first computer

through a user interface.

8.   (Currently amended) The method according to claim 5, wherein the content

data output characteristics are <u>defined by</u> input <u>received</u> by ~~the user of~~ the second computer

through a user interface.

9.   (Currently amended) The method according to claim 5, wherein the content

data output characteristics are stored in a database residing in <u>a</u> memory <u>storage</u> coupled to

the second computer.

10.   (Currently amended) ~~The method according to claim 5~~ <u>A method of modifying

content data transmitted from a first computer to a second computer over a bi-directional

communications network, comprising:</u>

<u>specifying content data output characteristics to be associated with the content data

upon output by the second computer;</u>

<u>transmitting the content data from the first computer to the second computer over the

bi-directional communications network;</u>

<u>altering the content data that is to be output by the second computer in accordance

with the content data output characteristics,</u> wherein the first computer is coupled to a

plurality of client computers over an interactive network, and wherein each user of a client

computer is associated with a character represented in a program executed on each computer,

each character having associated therewith a specific content data output characteristic, the

method further <u>including,</u> ~~comprising the steps of:~~

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determining a relative location of <u>each character</u> ~~the user characters~~ in an

environment defined by the program; <u>and</u>

altering the <u>specific</u> output characteristics of the ~~output~~ audio <u>output</u>

depending upon the <u>relative</u> location of each character associated with each of the

users.

11.   (Currently amended) The method of claim <u>5,</u> ~~10~~ wherein <u>the first and second</u>

<u>computers are coupled to audio speakers</u> ~~each of the client computers includes a left and~~

~~right speaker pair~~, and wherein the <u>content data</u> output characteristics comprise <u>an audio</u>

<u>output ratio for outputting content data from the audio speakers.</u> ~~a relative volume ratio of~~

~~output from the left and right speakers.~~

12.   (Currently amended) The method of claim <u>5,</u> ~~10~~ wherein the <u>location</u>

<u>information for the first and second computers are respectively obtained from the first and</u>

<u>second computers.</u> ~~relative location information for each of the users is stored locally for~~

~~each of the users.~~

13.   (Currently amended) The method of claim <u>5,</u> ~~10~~ wherein the <u>location</u>

<u>information for the first and second computers are respectively determined by the physical</u>

<u>location of the first and second computers.</u> ~~relative location information for each of the~~

~~users is determined by a relative physical location of the users with respect to the~~

~~interactive network.~~

14.   (Currently amended) A system ~~coupling a two or more computers over a bi-~~

~~directional network, and~~ configured to modify content data transmitted from <u>a first</u>

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computer to a second computer over ~~the~~ a bi-directional communications network, the

system comprising:

means for specifying content data output characteristics to be associated with the

content data upon output by [[a]] the second computer ~~of the two or more computers~~;

means for transmitting the content data from [[a]] the first computer ~~of the two or~~

~~more computers~~ to the second computer over the bi-directional communications network; and

means for altering the content data that is to be output by the second computer in

accordance with the content data output characteristics specified through the first computer,

the content data characteristics including location information of the first and second

computers, the location information affecting the altering of the content data. ~~to produce~~

~~altered content data.~~

15. (Currently amended) The system of claim 14, further comprising:

means for receiving content data in the first computer;

means for digitizing the received content data to produce digitized content data;

means for transmitting the digitized content data to the second computer over the bi-

directional communications network;

means for altering the digitized content data in accordance with the content data

output characteristics;

means for transforming the altered digitized content data to a form capable of

output from the second computer; and

means for outputting the transformed altered digitized content data from the second

computer.

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16.   (Currently amended) The system according to claim 15 ~~14~~, wherein the

received content data comprises voice data input into the first computer ~~through a~~

~~microphone coupled to the first computer~~, and wherein the transformed altered digitized

content data comprises audio output transmitted through <u>audio</u> speakers coupled to the

second computer.

17.   (Currently amended) The system according to claim 16, wherein the content

data output characteristics include parameters that alter <u>the altered digitized content data</u>

~~characteristics~~ associated with the <u>audio</u> ~~voice~~ output from the second computer, the output

characteristics comprising at least one of character gender, character condition, character

environment, and language.

18.   (Currently amended) The system according to claim 17, further comprising

graphical ~~user~~ input means for receiving content data output characteristics input <u>through</u>

~~by the user of~~ the second computer.

19.   (Currently amended) The system according to claim 17, further comprising

graphical ~~user~~ input means for receiving content data output characteristics input <u>through</u>

~~by the user of~~ the first computer.

20.   (Cancelled)

21.   (Currently amended) The system of claim <u>19,</u> ~~20~~ wherein ~~the speakers~~

~~coupled to the second computer comprise a left and right speaker pair, and wherein~~ the

<u>content data</u> output characteristics comprise <u>an audio output ratio for outputting content</u>

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data from the audio speakers coupled to the second computer. ~~a relative volume ratio of output from the left and right speakers.~~

22.   (Currently amended) A server computer coupled to one or more client computers over a bi-directional communications network, comprising:

a circuit to transmit content data to a ~~second~~ computer of the one or more client computers over the <u>bi-directional communications</u> network;

a circuit to specify <u>content data</u> output characteristics to be associated with the content data upon output by the ~~second~~ computer; and

a circuit to alter the content data <u>that is to be output by the computer</u> in accordance with the content data output characteristics<u>, the content data output characteristics including location information of the one or more client computers, the location information affecting the altering of the content data.</u> ~~to produce altered content data.~~

23.   (Currently amended) The server computer of claim 22<u>,</u> further comprising:

a circuit to receive the content data ~~from a user~~; and

a circuit to digitize the received content data to produce digitized content data and <u>a circuit to</u> transmit the digitized content data to the ~~second~~ computer over the <u>bi-directional communications</u> network.

24.   The server computer of claim 23, wherein the received content data comprises text data input into the server computer.

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25. (Currently amended) The server computer of claim 24, wherein the received content data comprises voice data input into a ~~the~~ first computer ~~through a microphone coupled to the server computer~~.

26. (Currently amended) The server computer according to claim 25, wherein the content data output characteristics include parameters that alter ~~characteristics~~ the altered and digitized content data associated with ~~the~~ audio ~~voice~~ output from the ~~second~~ computer, the content data output characteristics comprising at least one of character gender, character condition, character environment, and language.

27. (Currently amended) The server computer according to claim 23, wherein the bi-directional communications network comprises an interactive network, and wherein the server computer and the one or more client computers include game consoles configured to execute interactive game software.

28. (Currently amended) The server computer according to claim 27, wherein the ~~specific~~ content data output characteristics are associated with respective characters defined by ~~in~~ the game software, each one of the respective characters is ~~character~~ associated with a particular client computer of the one or more client computers.

29. (Currently amended) The server computer according to claim 28, comprising:

a circuit to determine a relative location of each one of the respective characters defined by the game software ~~within the game program~~; and

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a circuit to alter the <u>content data</u> output characteristics of the <u>audio</u> output ~~audio~~

depending upon the location of each <u>one of the respective characters</u> ~~character~~ associated

with each <u>client computer</u> of the one or more client computers.

30.   (Currently amended) A server computer coupled to one or more client

computers over a bi-directional communications network, comprising:

means for transmitting content data to a ~~second~~ computer of the one or more client

computers over the <u>bi-directional communications</u> network;

means for specifying <u>content data</u> output characteristics to be associated with the

content data upon output by the ~~second~~ computer; and

means for altering the content data <u>that is to be output by the computer</u> in accordance

with the content data output characteristics<u>, the content data output characteristics including</u>

<u>location information of the computer, the location information affecting the altering of the</u>

<u>content data.</u> ~~to produce altered content data.~~

31.   (New) The method of claim 10, wherein each of the client computers includes

a left and right speaker pair, and wherein the content data output characteristics comprise a

relative audio output ratio for outputting content data from the left and right speakers.

32.   (New) An interactive network system, comprising;

a first computer; and

a second computer, the second computer receiving content data from the first

computer, wherein the content data is altered in accordance with content data output

characteristics specified by the first computer, the content data output characteristics

including location information of the first computer and the second computer, the location

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information at least partially affecting the altering of the content data when received at the

second computer.

33.   (New) An interactive network system as recited in claim 32, wherein the

content data received at the second computer includes audio data, and the audio data is

altered based on the content data output characteristics.

34.   (New) An interactive network system as recited in claim 32, wherein the

location information of the first and second computers are associated with respective

characters to be shown on a display of both of the first and second computers.

35.   (New) An interactive network system as recited in claim 34, wherein the

characters are parts of an interactive networked game in which participation in the game is

through the first and second computers.

36.   (New) An interactive network system as recited in claim 32, wherein the first

and second computers are networked together and a server assists in the communication and

data handling between the first and second computers.

37.   (New) A gaming system, comprising:

a first gaming computer coupled over a gaming server to a second gaming computer,

a respective game object being controlled through each of the first gaming computer and the

second gaming computer,

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wherein the first gaming computer enables the definition of content data output

characteristics for its respective game object, the content data output characteristics including

location of the first gaming computer;

wherein the second gaming computer enables the definition of content data output

characteristics for its respective game object, the content data output characteristics including

location of the second gaming computer;

whereby the location of the first gaming computer is used in altering audio data to be

output at the second gaming computer, the audio data to be output at the second gaming

computer being associated with its respective game object, and the location of the second

gaming computer is used in altering audio data to be output at the first gaming computer, the

audio data to be output at the first gaming computer being associated with its respective game

object.